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Obg0105: Preface to Programming Oldies But Goodies

This is the preface to a collection titled "Programming Oldies But Goodies" that gathers many of my tutorials in their original HTML format into a common location to make them readily available for Connexions users.

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Preface

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Note: Legacy versus openstax presentation format

Early in 2014, [cnx.org](#) began a transition from a [legacy presentation format](#) to a new [openstax](#) presentation format. As of April 7, 2014, some of the functionality of the legacy presentation format that is required by this module has not yet been ported to the [openstax](#) presentation format. (*In particular, image files referenced by hyperlinks in the HTML versions of the tutorials may not display properly in the [openstax](#) presentation format.*) I expect this issue to be resolved in the future. In the meantime, I am adding PDF versions of each of the tutorials that are compatible with the [openstax](#) presentation format.

Therefore, one of your options is to select and view the PDF versions of the tutorials using the PDF links provided in the other modules in this collection.

A second option is to click the [Legacy Site](#) link at the top of this page (*assuming that you are not already on the Legacy Site*) and view the tutorials in their original HTML format. (*You can also view the PDF versions from the [Legacy Site](#) but the HTML format is much more reliable than the PDF format, particularly with regard to source code listings.*) Later, when the compatibility issue mentioned above is resolved, you can select either the PDF version or the HTML version directly from the [openstax](#) presentation page, whichever you prefer.

Miscellaneous

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Note: Housekeeping material

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- File: Obg0105.htm
- Published: 04/10/14

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Obg0110: Adaptive Filtering - moved

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- File: Obg0110-a.htm
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Obg0120: Digital Signal Processing (DSP) - moved

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- Revised: 01/06/16

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Obg0130: Multimedia Programming - moved

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Obg0140: Data Structures - moved

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Obg0150: Java2D Graphics - moved

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- Module name: Obg0150: Java2D Graphics
- File: Obg0150.htm
- Published: 01/04/13
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Obg0160: Processing Image Pixels - moved

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- Module name: Obg0160: Processing Image Pixels Components
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- Published: 01/04/13
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Obg0170: JavaBeans Components - moved

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Obg0180: Network Programming - moved

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Obg0190: RMI and CORBA

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Tutorial Links

- [Java600](#) RMI, Introduction to Remote Method Invocation
- [Java601](#) RMI with Multiple Objects of the Same Type Having Multiple Methods
- [Java602](#) RMI with Multiple Objects of Different Types Having Multiple Methods
- [Java603](#) RMI, Passing and Returning Remote and Ordinary Objects
- [Java620](#) CORBA, Introduction to Common Object Request Broker Architecture
- [Java624](#) CORBA, Java IDL, Under the Hood
- [Java628](#) CORBA, IDLs with Multiple Modules Having Interfaces with Multiple Operations
- [Java632](#) CORBA, Using Stringified Object References in Java
- [Java636](#) CORBA, Passing References to Remote Objects -- Callback Methods
- [Java640](#) CORBA, Stringified Object References and FTP Servers
- [Java644](#) CORBA, Passing Parameters to Remote Methods

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Obg0200: JDBC and Servlets - supplemented

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- [Tutorial links](#)
- [Miscellaneous](#)

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Tutorial Links

- [Java660](#) JDBC, Introduction to JDBC and Database Access
- [Java662](#) Using JDBC with MySQL, Getting Started
- [Java679](#) Getting Started with Jakarta Tomcat, Servlets, and JSP (*Also see 696 under Ajax.*)
- [Java680](#) Servlets, Introduction to Servlets
- [Java682](#) Servlets, Forms, and Databases
- [Java684](#) Servlets, Server-Side Includes
- [Java686](#) Servlets, They Can Remember
- [Java688](#) Servlets and the JDBC ResultSetMetaData Interface
- [Java690](#) Servlets, Originating Email in Servlets
- [Java691](#) Servlets, Session Tracking Using Hidden Fields
- [Java692](#) Servlets, Session Tracking Using URL Rewriting
- [Java693](#) Servlets, Session Tracking Using Cookies
- [Java694](#) Servlets, Session Tracking Using the Session Tracking API
- [Java695](#) Servlets, Session Tracking Using Basic Authentication

Also see the supplemental material published [here](#).

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- File: Obg0200.htm
- Published: 01/04/13
- Revised: 01/12/16

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Obg0210: Security

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Tutorial Links

- [Java700](#) Security, A Very Brief Introduction
- [Java702](#) Security, Overview of Security in JDK 1.2
- [Java705](#) Security, Servlets, Using Basic Authentication
- [Java710](#) Security, Introduction to Message Digests
- [Java711](#) Security, Passphrase Protected Message Digests
- [Java712](#) Security, Message Digest Streams
- [Java714](#) Security, Introduction to Symmetric-Key Cryptography
- [Java715](#) Security, Policy Files in JDK 1.2
- [Java720](#) Security, Introduction to Key Pairs and Digital Signatures
- [Java725](#) Security, Digital Certificates
- [Java727](#) Public Key Cryptography 101 Using Java
- [Java728](#) Digital Signatures 101 using Java
- [Java729](#) Message Digests 101 using Java
- [Java730](#) Digital Signatures using Message Digests with Java
- [Java731](#) Signing Messages using Redundancy Functions in Java
- [Java732](#) Steganography 101 using Java
- [Java734](#) Wireless Home Security and Java

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- Published: 01/04/13

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Obg0220: JavaServer Pages (JSP) - supplemented

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Tutorial Links

- [Java750](#) JavaServer Pages, Introduction to JSP
- [Java752](#) JavaServer Pages, Comments, Declaration, and Expressions
- [Java754](#) JavaServer Pages, Scriptlets
- [Java756](#) JavaServer Pages, The Include Directive
- [Java758](#) JavaServer Pages, The Page Directive
- [Java760](#) JavaServer Pages, jsp.forward
- [Java762](#) JavaServer Pages and JavaBean Components, Part I
- [Java764](#) JavaServer Pages and JavaBean Components, Part II
- [Java766](#) JavaServer Pages and JavaBean Components, Part III

Also see the supplemental material published [here](#).

Miscellaneous

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Note: Housekeeping material

- Module name: Obg0220: JavaServer Pages (JSP)
- File: Obg0220.htm
- Published: 01/04/13
- Revised: 01/12/16

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Obg0230: Swing from A to Z - moved

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- [Miscellaneous](#)

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Note: Housekeeping material

- Module name: Obg0230: Swing from A to Z
- File: Obg0230-a.htm
- Published: 11/22/13
- Revised: 01/02/16

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Obg0240: Enterprise JavaBeans - supplemented

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- [Preface](#)
- [Tutorial links](#)
- [Miscellaneous](#)

Preface

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Tutorial Links

- [Java1305](#) Enterprise JavaBeans: Java 2 Platform, Enterprise Edition, Part 1
- [Java1306](#) Enterprise JavaBeans: Java 2 Platform, Enterprise Edition, Part 2
- [Java1307](#) Enterprise JavaBeans: Java 2 Platform, Enterprise Edition, Part 3
- [Java1310](#) Enterprise JavaBeans: Getting Started with EJB, Part 1
- [Java1311](#) Enterprise JavaBeans: Getting Started with EJB, Part 2
- [Java1312](#) Enterprise JavaBeans: Getting Started with EJB, Part 3
- [Java1313](#) Enterprise JavaBeans: Getting Started with EJB, Part 4
- [Java1314](#) Enterprise JavaBeans: Getting Started with EJB, Part 5
- [Java1315](#) Enterprise JavaBeans: Getting Started with EJB, Part 6
- [Java1316](#) Enterprise JavaBeans: Getting Started with EJB, Part 7
- [Java1320](#) Enterprise JavaBeans: Middle-Tier Servers and J2EE
- [Java1322](#) Enterprise JavaBeans: Helper Classes

Also see supplemental material published [here](#).

Miscellaneous

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Note: Housekeeping material

- Module name: Obg0240: Enterprise JavaBeans
- File: Obg0240.htm
- Published: 01/04/13
- Revised: 01/12/16

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Obg0250: Fun with Java - moved

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Miscellaneous

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Note: Housekeeping material

- Module name: Obg0250: Fun with Java
- File: Obg0250-a.htm
- Published: 01/19/13
- Revised: 01/11/16

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Obg0260: Java 3D API

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Preface

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Tutorial Links

- [1540 Understanding Lighting in the Java 3D API](#)
- [1541 Back to Basics in the Java 3D API](#)
- [1542 Digging a Little Deeper into the Java 3D API](#)
- [1544 Simple Animation with the Java 3D API](#)
- [1546 Understanding the Alpha Time-Base Class in Java 3D](#)
- [1548 Combining Rotation and Translation in Java 3d](#)
- [1550 Understanding Transforms in Java 2D](#)
- [1552 Understanding Transforms in Java 3D](#)

Miscellaneous

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- Module name: Obg0260: Java 3D API
- File: Obg0260:.htm
- Published: 01/19/13

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Obg0270: Java Sound - moved

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- File: Obg0270-a.htm
- Published: 01/20/13
- Revised: 01/07/16

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Obg0280: Java and SVG Graphics

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Tutorial Links

- [2212](#) Java JAXP, Creating Graphics Using Java and SVG
- [2214](#) An Improved Approach for Creating SVG/XML Code and SVG/XML DOM Nodes using Java
- [2216](#) Using Java to Produce SVG Code in XHTML Data
- [2218](#) Writing Java Servlets to Produce XHTML Code That References External SVG Files
- [2220](#) Drawing grids, Bezier Curves and Elliptical Arcs Using Java and SVG
- [2222](#) Graphics, using Java and JDOM with SVG, Part 1
- [2224](#) Graphics, using Java and JDOM with SVG, Part 2

Miscellaneous

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- File: Obg0280.htm
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Obg0290: Data Compression - moved

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- Module name: Obg0290: Data Compression
- File: Obg0290.htm
- Published: 01/03/13
- Revised: 01/0616

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Obg0310: Midlets and the Sun Java Wireless Toolkit

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Tutorial Links

- [2570](#) Getting Started with Midlets and the Sun Java Wireless Toolkit
- [2572](#) Capturing Output Produced by Programs Running in a Child Process
- [2574](#) Back to Basics with MIDlets and the Sun Java Wireless Toolkit for CLDC
- [2576](#) Introduction to the MIDlet User Interface, A First Look
- [2578](#) Handling Life-Cycle Issues with the MIDlet User Interface
- [2580](#) Using Alerts, Images, Timers, and Gauges in MIDlets
- [2582](#) Using Lists in MIDlets
- [2584](#) Using Forms and Items in MIDlets
- [2586](#) Programming MIDlets for Interactive Behavior
- [2588](#) Programming MIDlet Graphics using the Canvas Class
- [2590](#) Images, Drawn Graphics, and Event Handling in a MIDlet

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- File: Obg0310.htm
- Published: 01/20/13

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Obg0500: Miscellaneous Java Tutorials

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- [Tutorial links](#)
- [Miscellaneous](#)

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Tutorial Links

- [Java058](#) Threads of Control
- [Java060](#) Input and Output Streams
- [Java061](#) Stream Tokenizer
- [Java074](#) Linked-Lists, Stacks, and Queues
- [Java075](#) Ordered Linked-Lists
- [Java076](#) Vectors, Hashtables, and Enumerations
- [Java086](#) Requesting the Focus
- [Java088](#) Building a Custom Focus-Traversal Method
- [Java1840](#) Focus Traversal Policies in Java Version 1.4
- [Java1844](#) Focusability in Java Version 1.4
- [Java1848](#) Changing Focus Traversal Keys in Java V1.4
- [Java1852](#) Programmatic Focus Traversal in Java V1.4
- [Java103](#) Introduction to the Toolkit Class, Peers, and Lightweight Components
- [Java106](#) Component Impersonation
- [Java108](#) Printing with AWT and Swing
- [Java111](#) The Swing Package, A Preview of Pluggable Look and Feel
- [Java1780](#) Understanding the Buffer class in Java
- [Java1782](#) The ByteBuffer Class in Java
- [Java1784](#) Processing Stack Trace Data in Java
- [Java1786](#) FileChannel Objects in Java, Background Information
- [Java1788](#) FileChannel Objects in Java, ByteBuffer Type
- [Java1790](#) FileChannel Objects in Java, Using View Objects for Different Types
- [Java1792](#) FileChannel Objects in Java, Records with Mixed Types
- [Java124](#) Swing, Hidden Buttons with Icons, Icon Images, Borders, Tool Tips, Nested Buttons, and Other Fun Stuff
- [Java130](#) The Container, Panel, Window, and Frame Classes
- [Java132](#) The Button, Checkbox, Choice, and List Classes
- [Java134](#) The TextField, TextArea, and Label Classes

- [Java138](#) The Dialog Class
- [Java140](#) Ordinary Menus
- [Java142](#) Checkbox Menus
- [Java144](#) Popup Menus
- [Java176](#) Lightweight Components, A Lightweight 3D Button Class
- [Java178](#) Lightweight Components, Exercising the Lightweight 3D Button Class
- [Java180](#) Lightweight Components, A Named Inner-Class Source/Listener Version of the Lightweight 3D Button Class.
- [Java182](#) Lightweight Components, An Anonymous Inner-Class Source/Listener Version of the Lightweight 3D Button Class.
- [Java190](#) Swing, Creating and Using Trees
- [Java191](#) Swing, Custom Rendering of Tree Nodes
- [Java200](#) Implementing the Model-View-Controller Paradigm using Observer and Observable
- [Java209](#) Swing, Simplified Lists in Swing
- [Java210](#) Swing, Understanding Component MVC Models
- [Java211](#) Swing, Custom Rendering of JList Cells
- [Java212](#) Swing, Custom List Selection Model for JList Objects
- [Java250](#) Object Serialization, A First Look
- [Java252](#) Object Serialization, Saving/Restoring a GUI Context with Inner Classes
- [Java260](#) Reflection and the Method Class - I
- [Java261](#) Reflection and the Method Class - II
- [Java262](#) Reflection and the Method Class - III
- [Java270](#) Using Reflection with Object Serialization and Retrieved Objects
- [Java900](#) Controlling the Visible Text in a Text Area on Startup
- [Java901](#) Horizontal Text Scrolling
- [Java902](#) Preserving Default Key Behavior
- [Java903](#) Controlling Position in a GridLayout
- [Java1794](#) Introduction to Memory-Mapped IO in Java
- [Java1796](#) Java, Memory-Mapped IO for Data of Mixed Types
- [Java1840](#) Focus Traversal Policies in Java Version 1.4
- [Java1854](#) The Opposite Focus Component
- [Java1857](#) Window Focus and State in Java, Part 1 of 2
- [Java1858](#) Window Focus and State in Java, Part 2

- [Java2300](#) Generics in J2SE, Getting Started
- [Hs00301](#) Getting Started with the Greenfoot Java IDE
- [Java2600](#) Getting Back to Basics with GUIs
- ==The following documents have been moved==
- Moved to [here](#) Java073 The AWT and Swing, A Preview
- Moved to [here](#) Java110 The AWT Package, An Overview
- Moved to [here](#) Java146 The Canvas Component
- Moved to [here](#) Java160 Graphics - Getting Started
- Moved to [here](#) Java162 Graphics and Colors, An Overview
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- Moved to [here](#) Java174 Graphics - Overview of Advanced Image Processing Capabilities
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- Moved to [here](#) Java1632 The Essence of OOP using Java, Static Initializer Blocks
- Moved to [here](#) Java1634 The Essence of OOP using Java, Instance Initializers
- Moved to [here](#) Java1642 The Essence of OOP using Java, Nested Top-Level Classes
- ==
- Moved to [here](#) Java077 Callbacks - I
- Moved to [here](#) Java078 Callbacks - II
- Moved to [here](#) Java079 Callbacks - III
- Moved to [here](#) Java080 Event Handling in JDK 1.1, A First Look, Delegation Event Model
- Moved to [here](#) Java081 Swing and the Delegation Event Model
- Moved to [here](#) Java082 Sharing a Listener Object Among Visual Components
- Moved to [here](#) Java084 Low-level and Semantic Events
- Moved to [here](#) Java085 Swing, New Event Types in Swing
- Moved to [here](#) Java087 Swing, Understanding getContentPane() and other JFrame Layers
- Moved to [here](#) Java090 Scrollbar (Adjustment) Event Handling

- Moved to [here](#) Java092 Mouse Motion Events
- Moved to [here](#) Java094 Using Abbreviated Inner Classes
- Moved to [here](#) Java095 Container Events and More on Inner Classes
- Moved to [here](#) Java096 Program-Generated Events and the AWTEventMulticaster Class
- Moved to [here](#) Java097 Component Events
- Moved to [here](#) Java099 Item Events
- Moved to [here](#) Java100 Creating, Trapping, and Processing Custom Event Types
- Moved to [here](#) Java101 Paint Events
- Moved to [here](#) Java102 Handling Events in Extended Components without Listener Objects
- Moved to [here](#) Java104 Posting Synthetic Events to the System Event Queue
- Moved to [here](#) Java105 Text Events
- Moved to [here](#) Java107 Understanding Action Objects in Java
- Moved to [here](#) Java112 Placing Components in Containers, Absolute Coordinates
- Moved to [here](#) Java114 BorderLayout
- Moved to [here](#) Java116 FlowLayout
- Moved to [here](#) Java118 GridLayout
- Moved to [here](#) Java120 CardLayout
- Moved to [here](#) Java1855 The KeyEventDispatcher in Java
- Moved to [here](#) Java1856 The KeyEventPostProcessor in Java (Capturing Keyboard Strokes in Java)
- ==

Miscellaneous

This section contains a variety of miscellaneous information.

Note: Housekeeping material

- Module name: Obg0500: Miscellaneous Java Tutorials
- File: Obg050.htm

- Published: 01/04/13
- Revised: 01/15/16

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Obg0510: Programming Fundamentals

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- [Tutorial links](#)
- [Miscellaneous](#)

Preface

Over the years, I have published a large number of tutorials in the areas of computer programming and digital signal processing (DSP). As I have time available, I am converting the more significant of those tutorials into cnxml code and re-publishing them at cnx.org.

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The tutorials that are available at the following links are supplemental to the [Programming Fundamentals](#) modules at [Object-Oriented Programming \(OOP\) with Java](#).

Tutorial Links

- [Java002](#) The Importance of Sun's Java Documentation
- [Java004](#) Object-Oriented Programming
- [Java008](#) Similarities and Differences between Java and C++
- [Java017](#) Introduction to Graphical User Interfaces (GUI)
- [Java018](#) Introduction to Applets
- [Java031](#) OOD -- The Painter's Canvas Problem
- [Java034](#) Standard Input and Output Streams
- [Java036](#) Objects
- [Java038](#) Classes
- [Java040](#) Access Control
- [Java042](#) Instance Members, Class Members, Constructors, and Finalization
- [Java044](#) More on Inheritance
- [Java046](#) More on Interfaces
- [Java052](#) Setting Program Attributes
- [Java054](#) Using System Resources
- [Java056](#) Handling Errors using Exceptions
- [Java057](#) Chained Exceptions in Java
- [Java905](#) Types, Classes, and Objects

Miscellaneous

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Note: Housekeeping material

- Module name: Obg0510: Programming Fundamentals
- File: Obg0510.htm
- Published: 11/21/13

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Obg0520: JAXP

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Preface

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Tutorial Links

- [Java2200](#) Java API for XML Processing (JAXP), Getting Started
- [Java2202](#) Java JAXP and XSL Transformations (XSLT), Getting Started
- [Java2204](#) Java JAXP, Exposing a DOM Tree
- [Java2206](#) Java JAXP, Implementing Default XSLT Behavior in Java
- [Java2208](#) Java JAXP, Writing Java Code to Emulate an XSLT Transformation
- [Java2210](#) Java JAXP, Transforming XML to XHTML

Miscellaneous

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- Module name: Obg0520: JAXP
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